

SEGA™



SEGA
CD
GAMES

SNATCHER™



Compatible with the Justifier™ game accessory (sold separately).



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM.



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no prior history of seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

Handling Your Sega CD Disc Instructions

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHOR OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAMES ON LARGE-SCREEN PROJECTION TELEVISIONS.

SNATCHER MANUAL: HOW TO PLAY

Thank you for choosing "SNATCHER" by Konami for your Sega CD. Before you load the game, please read the player's manual so you can more fully enjoy the game.

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WELCOME TO THE WORLD OF **SNATCHER**

"Snatcher" was first made in 1988 for the PC-8801, an NEC 8 bit personal computer. It received resounding praise for its story, sound and graphics and is still tremendously popular among adventure game players.

We wanted this game to be enjoyed overseas as well, so we gave it a "power-up" just for all of you. We hope you love it as much as we do!

—R&D Staff



Moscow, June 6, 1996—The "Catastrophe" (Biohazard) is unleashed at the Chernoton Research Facility. LUCIFER-ALPHA, a secret biological weapon, is released into the atmosphere, killing 80% of Eastern Europe and Eurasia.

DECEMBER 2047, Neo Kobe City, a city of madness and decadence...

Mankind is facing its gravest crisis. A mysterious bio-roid life form has appeared. Its true nature and purpose are unknown. Is it some country's secret weapon, or an alien from another world? They appear in the winter, killing people and taking their place in society. They wear artificial skin and can sweat and even bleed. They are both man and machine. They are called "Snatchers" because they "Snatch" their victims before they take their place.

IS IT A PERSON OR A SNATCHER?

A new police force, specifically trained to fight the Snatchers, has been formed. They are JUNKERS (Japanese Undercover Neuro-Kinetic Elimination Rangers).

A videophone call has just come in from the veteran Junker, Gibson!

"I am in pursuit of a possible Snatcher! Request backup!..."

WHAT EXACTLY IS A SNATCHER?

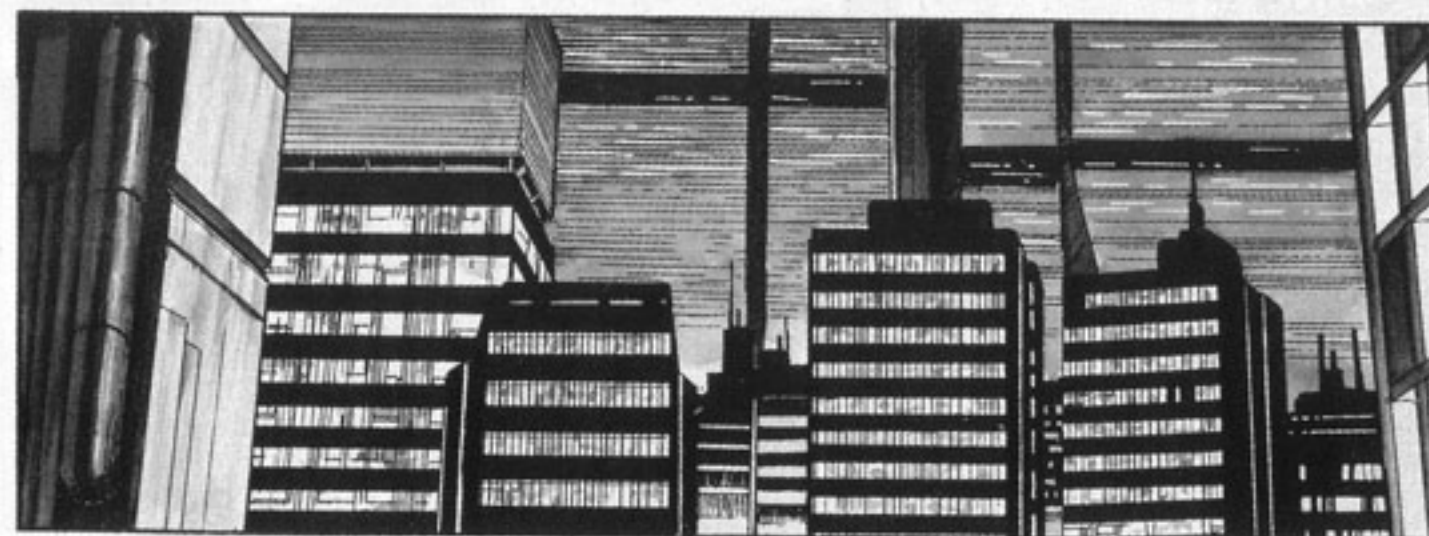
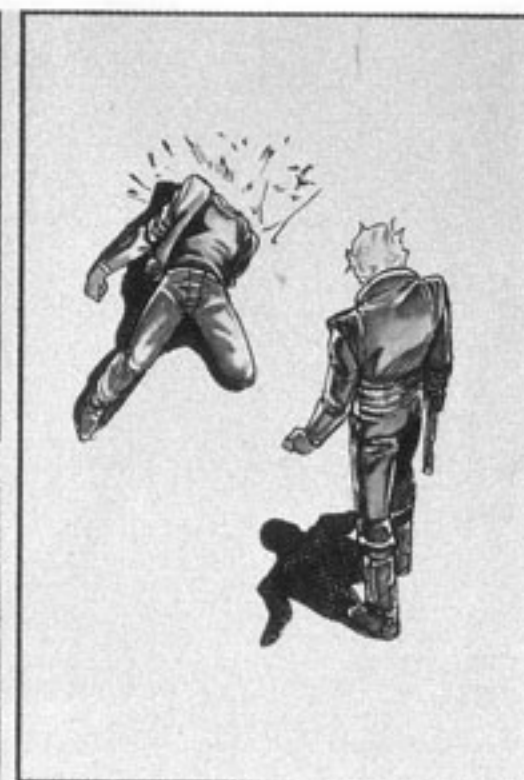
Start your investigation to find the answer to that question. Along the way you must uncover secrets about yourself...and your past.

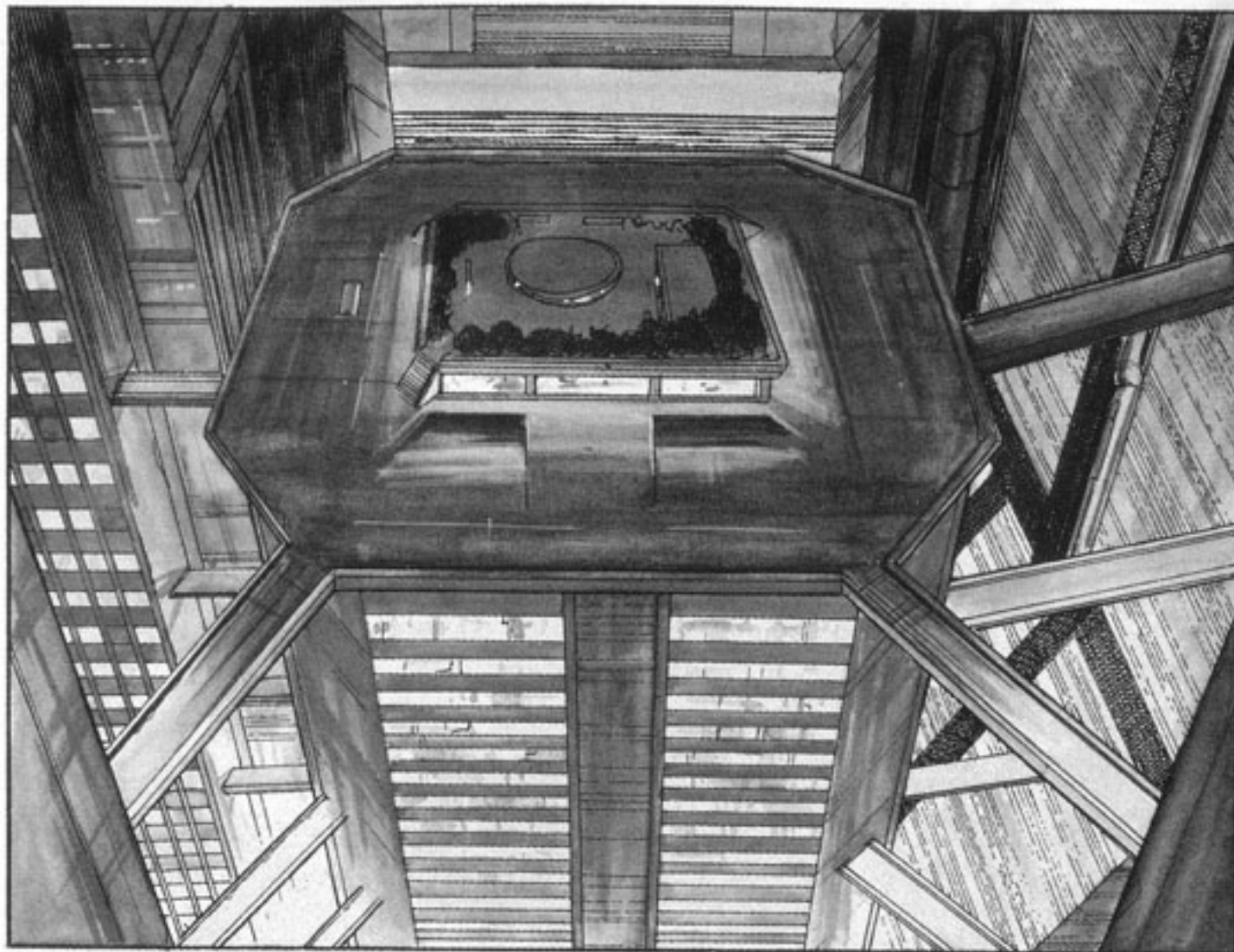
It's the year 2047 in Neo Kobe City. You're Gillian Seed, a member of the Special Police, a "JUNKER". It's time to begin your investigation!

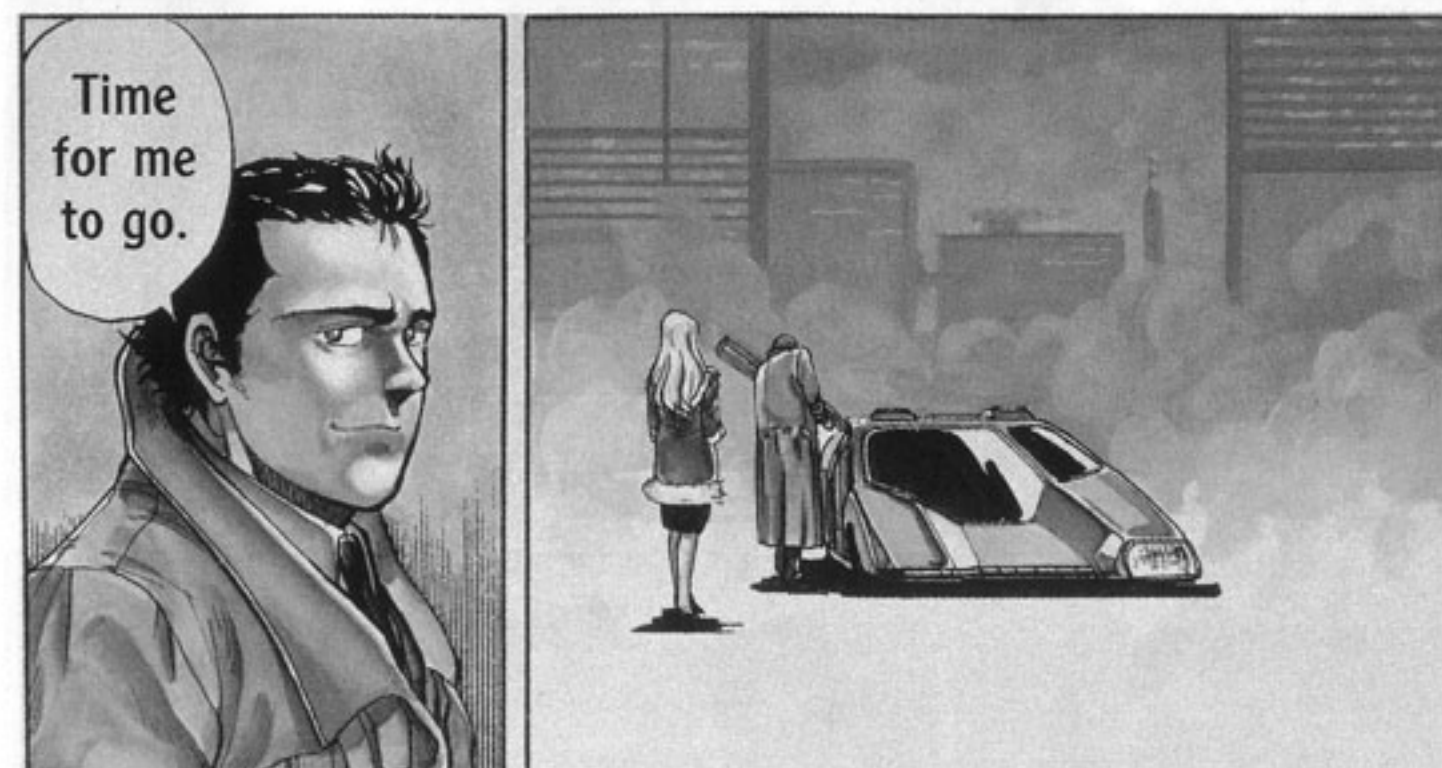
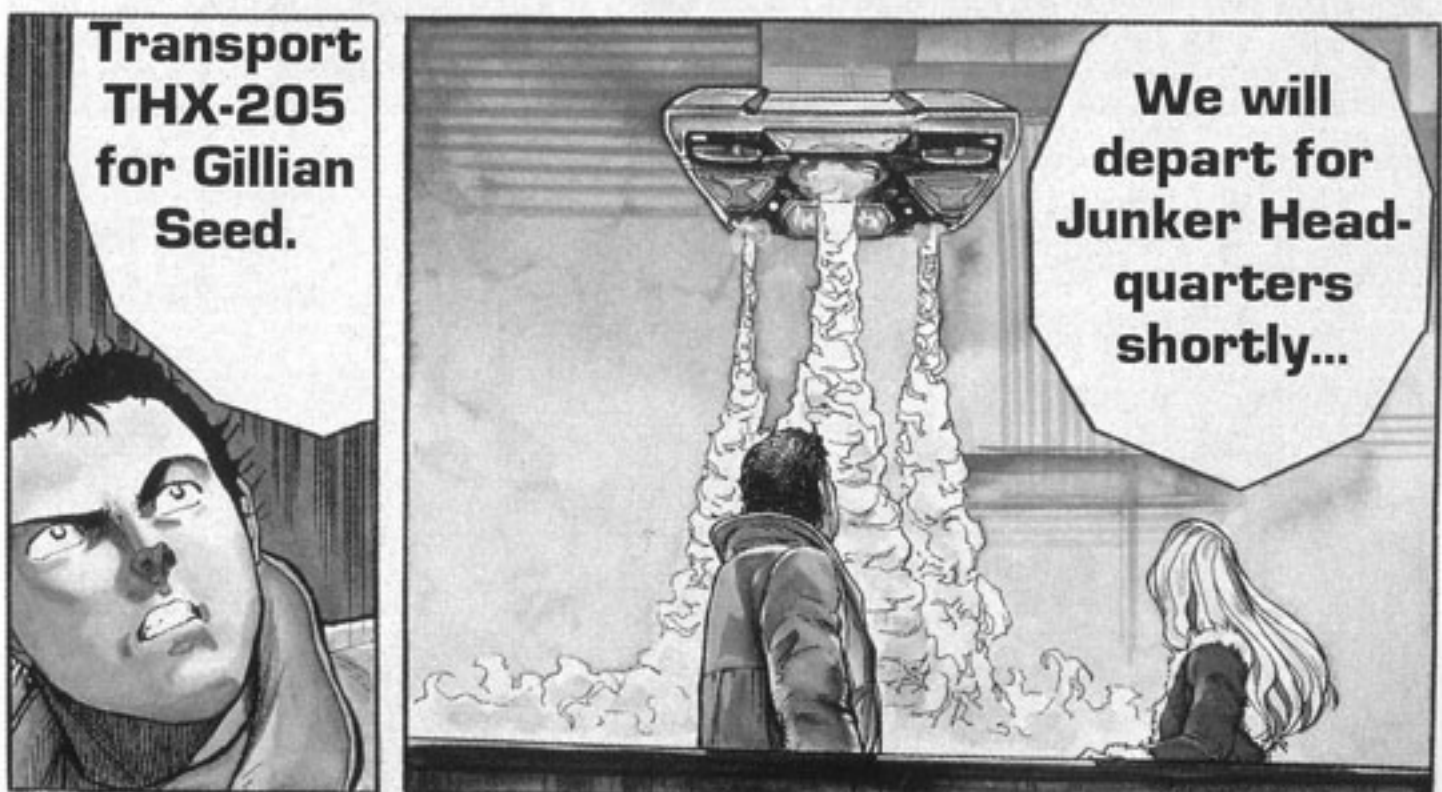


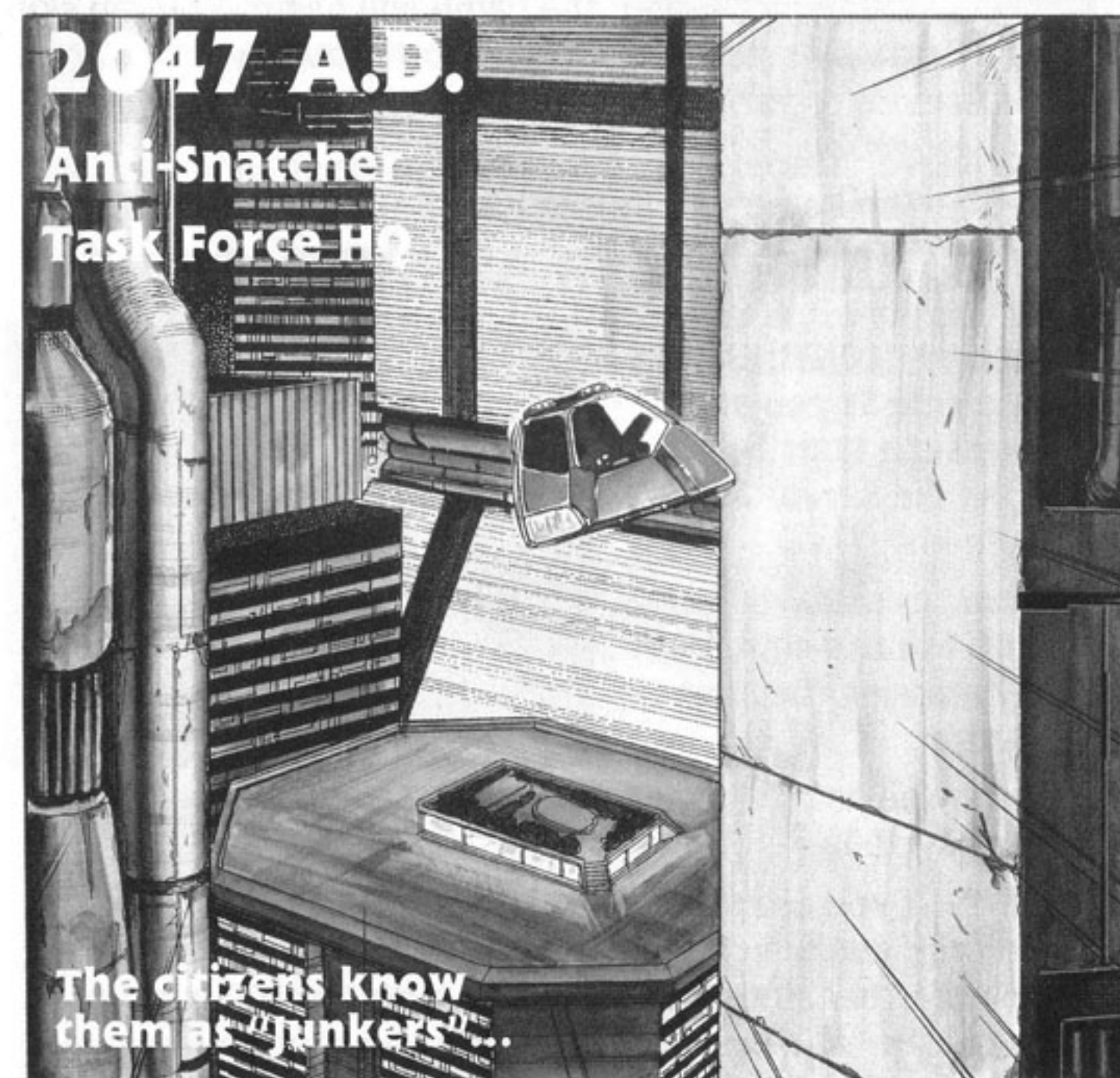
Note: This comic book is a reprint of the original Japanese version. The text has been translated, except where it was part of the original art. Some artwork has been flipped to make it readable for the English-speaking audience. We hope you enjoy it!











SETTING UP

- 1 Insert your Sega CD Rom into your Sega CD tray, label side up.
- 2 After the Konami logo appears, the "SNATCHER" title will appear. If you are playing the game for the first time, choose "NEW GAME". If you have a saved game already recorded, then you can choose either "NEW GAME" or "CONTINUE".
- 3 After making your choice the "Option Screen" will appear.
- 4 If you select "NEW GAME", the opening demo will start up. When the demo is over, the game will begin. You can skip the demo by pressing Start, but *you should watch it at least once to gather information which will help your investigation.*

NOTE: The Demo continues after the opening credits.

CONTINUING FROM A SAVED GAME

- 1 Choose "CONTINUE" on the Title Screen and press the Start button to load the Saved Game Window.
 - 2 Choose the saved game you want to start from by pressing the Start button.
 - 3 After the data is loaded the Option Screen will be displayed.
- NOTE: If you are using the CD Backup RAM cart, the game will ask you which backup memory you would like to use. Select either "Internal Backup Memory" or "CD Backup RAM Cart" and press Start to enter the game. Your game will then be saved in the selected memory.



OPTION SCREEN

(Displayed when you select either "New Game" or "Continue".)

• DEVICE

If the "Justifier" 1P gun is connected to the Sega-CD, you can select "Joypad & Gun".

• CONTROLS

Allows you to change the Controller functions.

• SOUND

Choose either stereo or mono sound.

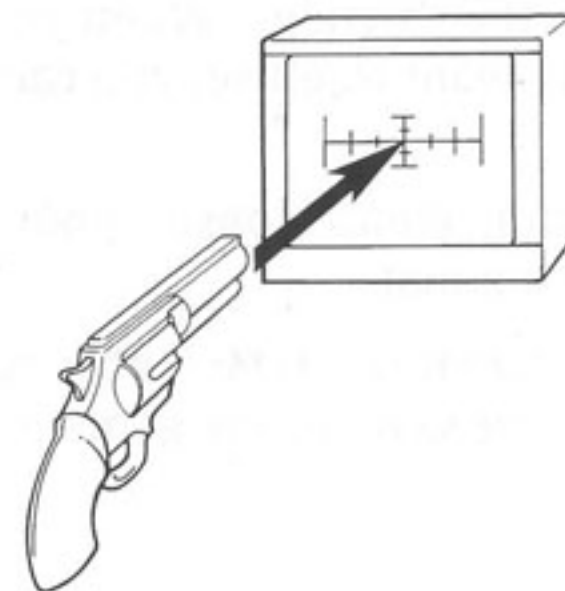
• GUN ADJUST

(Can only be selected if you have selected "Joypad & Gun" from "Device".) If you press the C button here, you will enter the GUN ADJUST screen.

- On the 1st shot, aim for the center of the target. The position of your gun's sensor will then be registered as the center.
- For the 2nd and following shots, you may aim freely as you shoot to get the feel of the gun.
- If you press the gun's start button, you will return to the Option Screen.

• QUIT

Select this to start the game.



GAME OVER

1. In Shooting Mode a life gauge will appear to keep you apprised of your current health condition.
2. When your life gauge is reduced to zero, the game will be over.
3. If you were wounded during the Shooting Mode—but did not die—your life gauge is automatically regenerated.

NOTE: After Game Over, "CONTINUE INVESTIGATION" and "QUIT INVESTIGATION" are displayed.

ABOUT SAVES AND BACKUPS

The Sega CD is equipped with internal backup RAM— If you press any button (except Start) during the Sega CD demo screen (the demo which comes up when you first turn on the Sega CD), the CD-Player screen will be displayed. Then, if you choose "OPTION" (on Sega CD1; "MEMORY" on Sega CD2 and CDX), you can edit your saved data. (If the CD Backup RAM Cart is affixed to the Sega CD, then "CD Backup RAM Cart" will also appear as a choice.)

In case of a lack of memory, you will have to erase some data. When you want to erase some data from the memory, choose "ERASE" and then the data you want to erase.

When you want to erase all of the recorded data, choose "FORMAT".

If you use a RAM cartridge, you can back up your saved data or load a game from the cartridge. When you have a lot of data which you don't want to erase, you can copy it to a RAM cartridge.

For further information, please consult your Sega CD manual or your RAM cartridge manual.

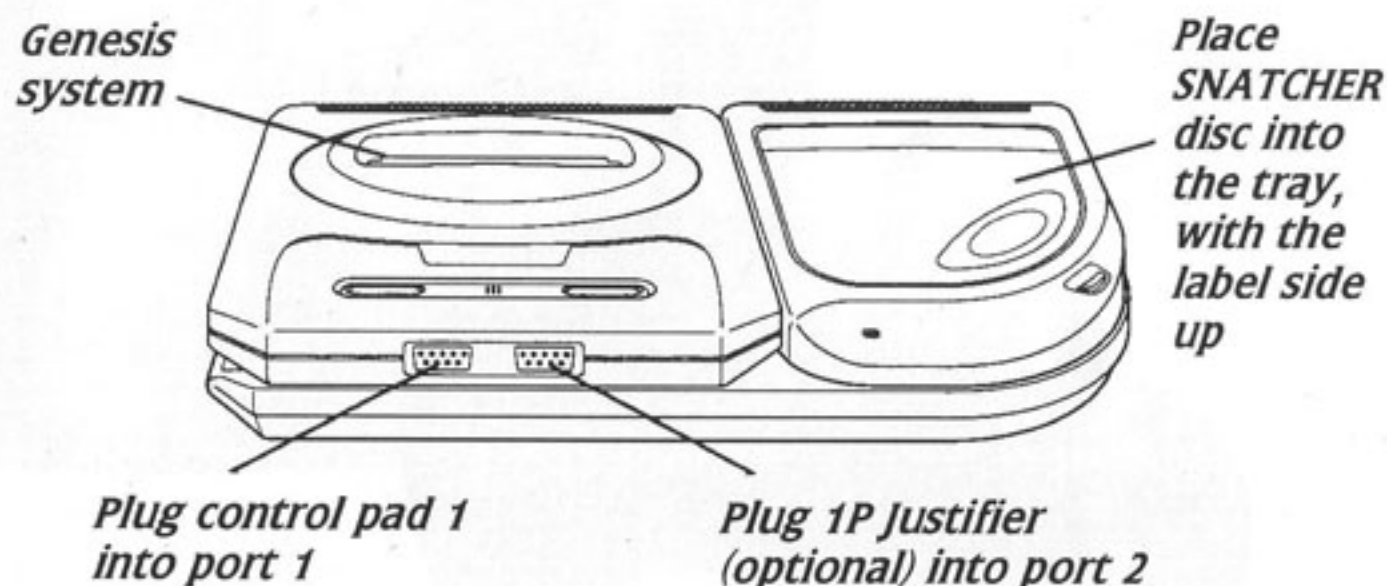
Note: If you get the "LACK OF MEMORY" message, you can play the game, but you can't save during game play.

HOW TO SAVE

1. During the game, if Metal Gear is nearby, select the command "USE METAL GEAR" and press the C button. The sub-command "SAVE" will appear. Select "SAVE" and press the C button. Your game will then be saved at this point.

2. When you choose "SAVE", the save files are displayed. Choose one of the empty files and press the C button. When Metal Gear is not around, you cannot save the game. Up to 4 locations can be saved.

NOTE: Read page 18 about loading saved data. Depending upon the amount of free memory, you might not be able to use all four save files. In that case, you need to erase some game data in order to use all four save files.



USING THE CONTROLLER (DEFAULT)

Direction key...Select command (move cursor)

Shooting Mode...move crosshair

Input mode...select letters, numbers

C button...Choose command

Continue dialogue

Input mode...choose letters, numbers

B button... Cancel command

In INPUT mode, acts as backspace

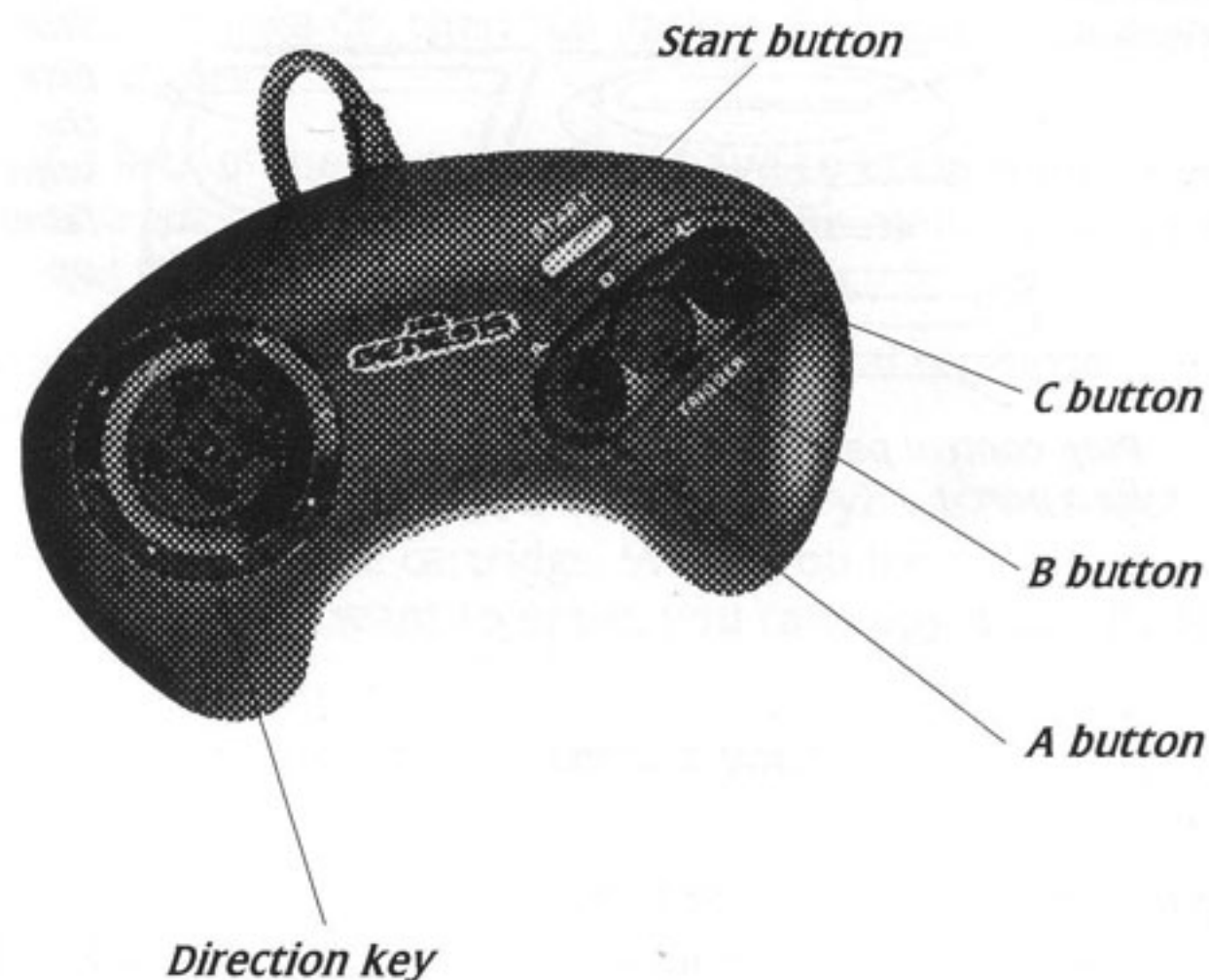
A Button...Used in shooting mode

Show crosshairs (draw blaster)

Press again to holster blaster

* When shooting mode is over, the crosshairs will automatically disappear.

Start Button...Game start



Note: If you are using "The Justifier" game gun, you can press the Start button on the side of the gun to "draw the blaster".

SCREEN ORGANIZATION

VISUAL—Pictures and animation are displayed here.

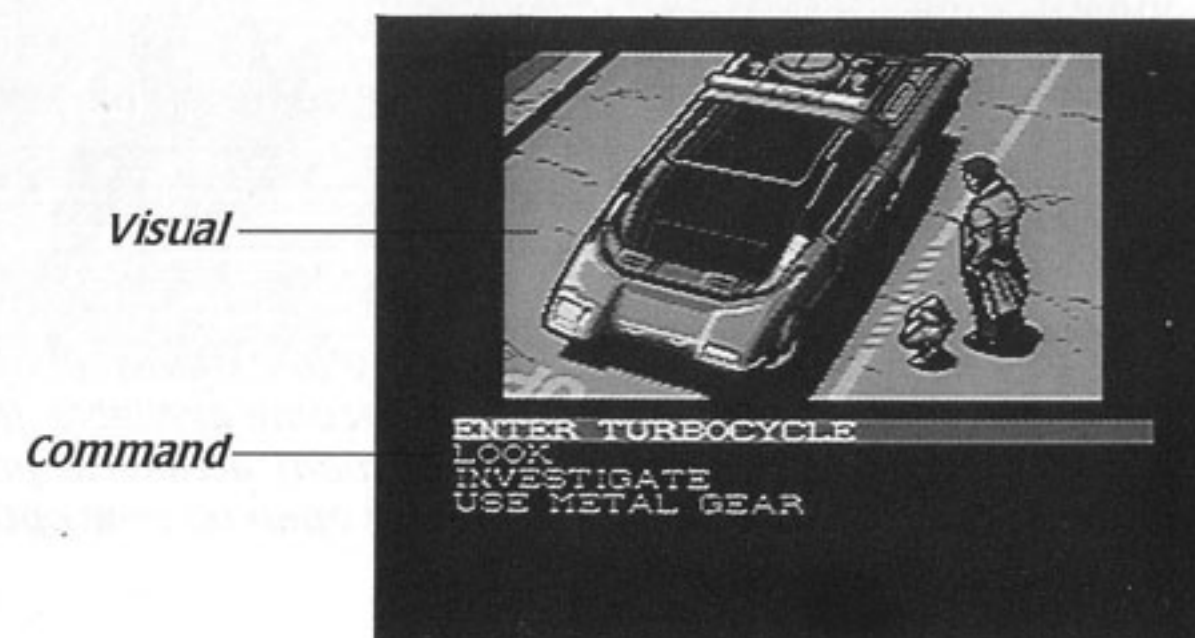
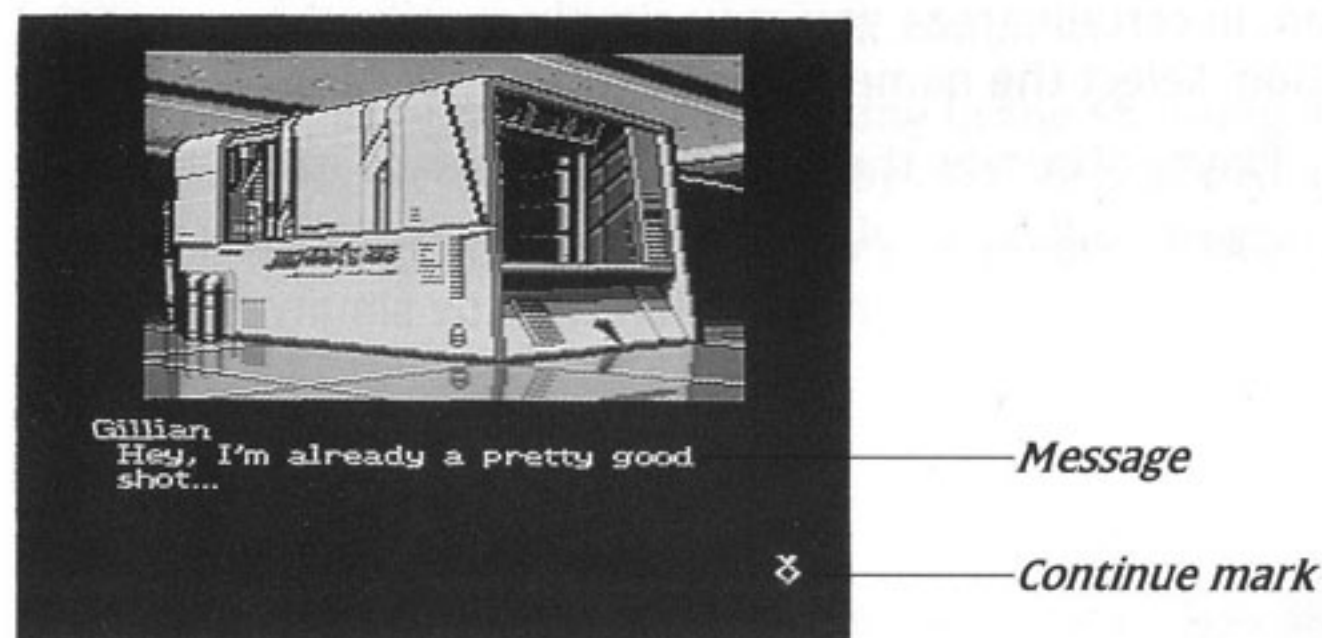
MESSAGE—Characters dialogue is displayed here. Before the dialogue, the name of the character speaking is displayed. When you see the Continue Mark, press the C button to see the rest of the message.

COMMAND—Your Command options are displayed here. Use the cursor to highlight and the C button to choose your command.

NOTE: Read more about commands on page 22.

LIFE GAUGE—Only displayed in the shooting scenes.

NOTE: Read more about shooting scenes on page 23.



ABOUT COMMANDS

Most of this game involves choosing commands from the command menu at the bottom of the screen. The commands change depending on your location in the game. Move the cursor with the direction key to highlight the command you wish to use, then press the C button to choose or the B button to cancel the command. Depending on the command you use, a sub-command may appear.

Since the commands are the main part of this game, you should understand their meaning well before you go on to play.

BASIC COMMANDS

MOVE... Player moves from current location to another location. In certain areas you may simply receive the name of a location. Select the name to move to that location.

LOOK... Player observes the people and/or things in the area.

INVESTIGATE... Player examines person or thing more closely. It is possible to get more information than by simply "looking".

TALK... Player talks with a character.

ASK... Player makes not only just vague conversation, but also asks concrete questions.

POSSESSIONS... Player can look at, investigate, and show another character his possessions or evidence.

USE METAL GEAR... Player can save the game or use the videophone.

NOTE: Other commands appear depending on player's location, think well before you use these.

Runner's Hint: It may become necessary to exhaust all of your command options before other ones become available. If you become stuck in one area, perform as many actions as possible, no matter how crazy they seem! This may open up new options previously unallowed.

SHOOTING MODE

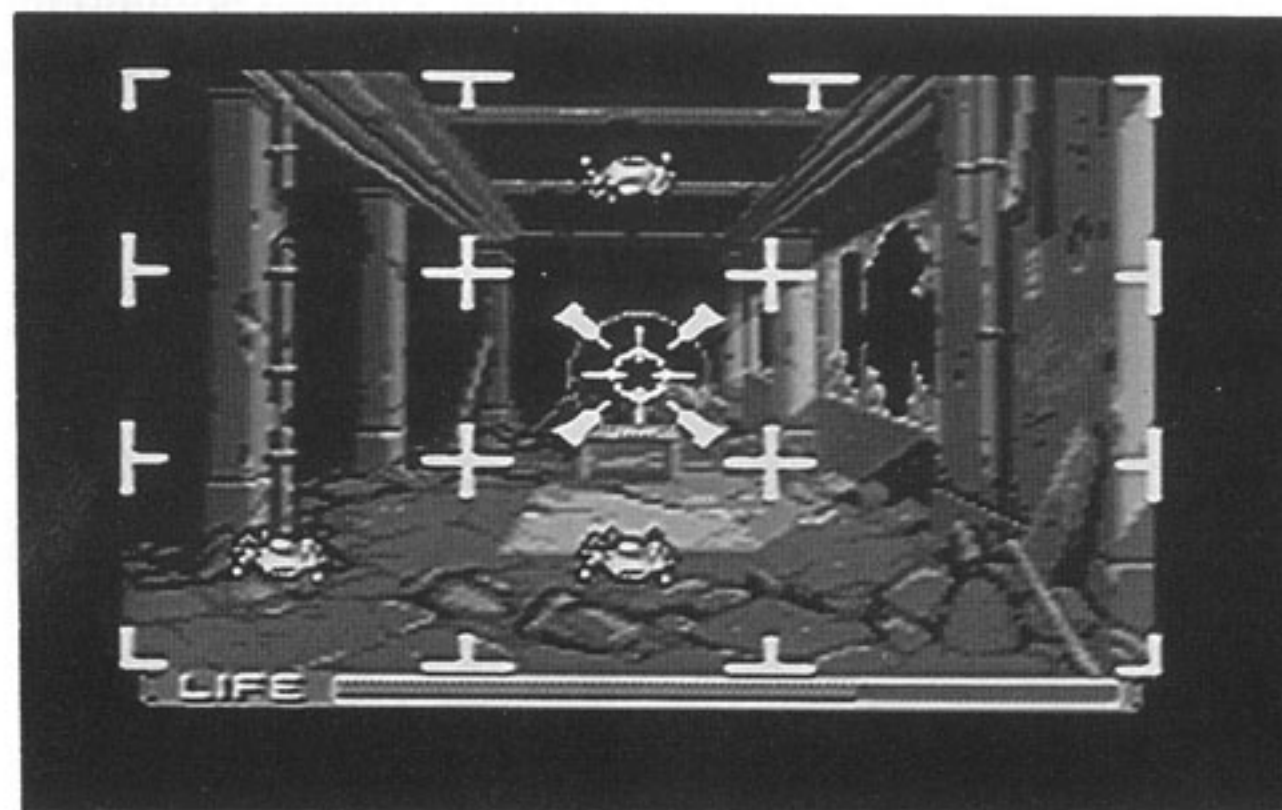
This game also involves a Shooting Mode. Further in the story, the player will confront Snatchers and it will be necessary to clear these stages in order to advance further. If you are killed by a Snatcher, the game is over.

Shooting Mode Instructions

1. During Shooting Mode, press the A button to draw your blaster. When you do so, crosshairs will appear and the screen will be divided into a grid with 9 "sectors".
2. Use the Direction Key to move the crosshairs and the C button to shoot.

NOTE: When the enemy shoots you, the game screen will shake violently, indicating that you've been hit. Be careful. When you are hit, the life gauge will diminish.

You can always practice your shooting in the Shooting Range at Junker HQ, on the "Junker's Eye" system. In order to do battle with the Snatchers, you should be well prepared.



USING "THE JUSTIFIER"

The game gun called "The Justifier"(available in the LETHAL ENFORCERS™ Sega CD package or sold seperately) can also be used with SNATCHER. Using "The Justifier" can add to the experience of playing Gillian Seed.

You must leave the 1P control pad connected to the 1P port. Connect "The Justifier" to the 2P port on your Genesis.

Note: Make sure both the gun & controller are plugged in before turning the system on, to ensure the Justifier's use.

The 2P "Justifier", sold seperately, can't be used with *Snatcher*.

You can always practice your shooting in the Shooting Range at Junker HQ, on the "Junker's Eye" system. In order to do battle with the Snatchers, you should be well prepared.

JUNKER'S EYE

The Junker's Eye system has three levels of difficulty; Beginner, Intermediate and Advanced. The level of difficulty is automatically adjusted based upon your performance.



INPUT MODE

There are times in the game when it is necessary to input letters or numbers.

INPUT METHOD

When it is necessary to input letters or numbers, an "input window" will appear. Use the Direction Key to highlight the letter or number and press the C button to choose. When input is finished, choose "OK" or press the Start Button.

JORDAN

When you wish to use JORDAN'S "ID File", it is necessary to input a name. When you choose "ID File", an "input window" will be displayed.

Use the Direction Key to highlight and the C button to choose a letter. If you wish to erase a letter, choose "←" or press the B button.

VIDEOPHONE

When you wish to use the Videophone, it is necessary to input a videophone number. When you choose the sub-command "Use Videophone" under the "Use Metal Gear" command, an "input window" (Push-button phone type) will be displayed. Use the Direction Key to highlight a number and the C button to choose.

GAME ORGANIZATION

This game is divided into 3 acts.

ACT 1: SNATCH

The investigation proceeds as you gather information and make deductions.

ACT 2: CURE

Puzzle-solving and shooting scenes are in this thrilling act.

ACT 3: JUNK

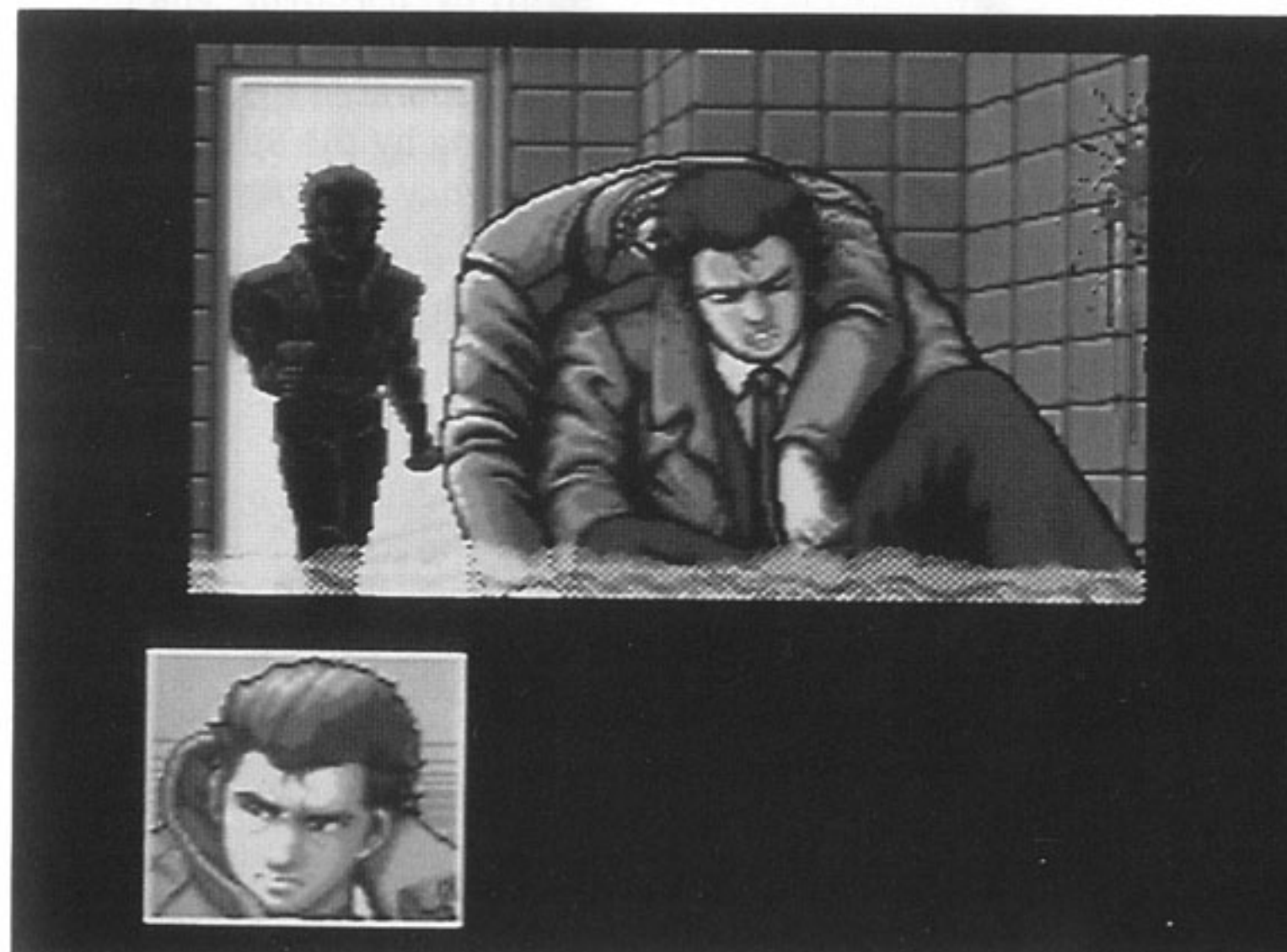
All the mysteries of Snatcher are wrapped up in this dramatic ending.

RSS STYLE CD STEREO SOUND

RSS (ROLAND SOUND SPACE) is used in portions of this game. It provides a 3-D stereo sound from all directions which audiophiles and others will greatly enjoy.

To fully utilize this effect, we suggest that your television/monitor be connected to at least two external speakers. The back of the speakers should be close to a wall.

In cases when the right and left speakers are too close together, or the room has not enough reverberation, there might not be that great of an effect.



CHARACTER PROFILE

Gillian Seed

Age: Approximately 31 years old (based on cellular fission rate)

Having lost his memory three years ago, his past is enshrouded in mystery. He is currently separated from his wife, Jamie Seed. After undergoing training by the Special Forces, he recently joined the Junker Agency as a "runner".

Note: His identity and that of his wife were determined only by the personal possessions discovered with him. His memory shows no sign of returning.

Height: 178 cm

Hair: Brown

Eyes: Dark Blue

Blood type: A



Random Hajile

Age: Unknown

The enigmatic "bounty hunter." He is an expert hunter who has already "disposed" of three Snatchers.

Height: 175 cm

Hair: Silver

Eyes: Blue

Blood type: Unknown



Jamie Seed

Age: Approximately 29 years old (based on cellular fission rate)

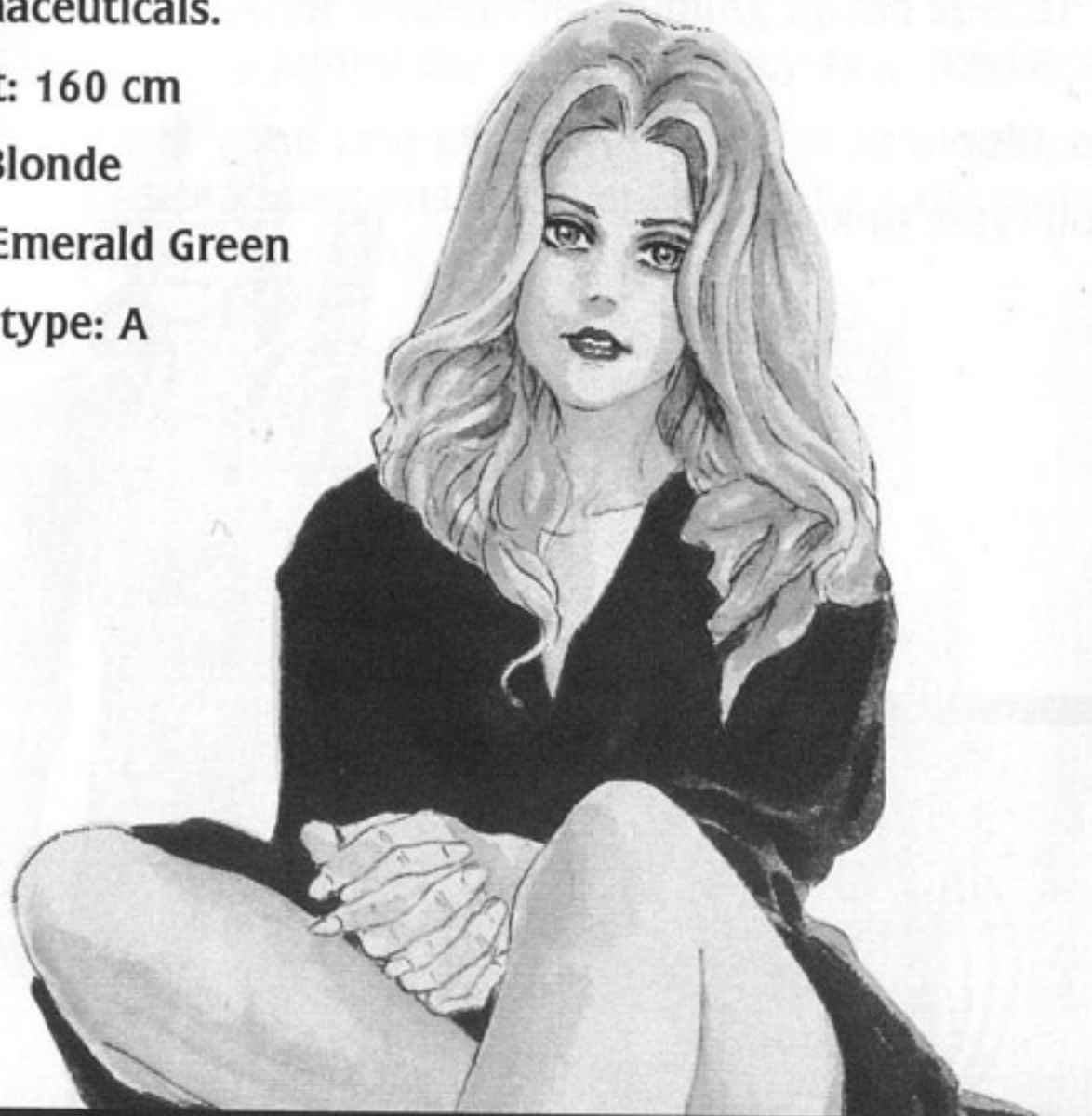
Gillian's estranged wife. She also lost her memory three years ago. She and Gillian split up due to their inability to deal with the problems resulting from their memory loss. Jamie is a very compassionate and caring person. She works at Neo Kobe Pharmaceuticals.

Height: 160 cm

Hair: Blonde

Eyes: Emerald Green

Blood type: A



Katrina Gibson

Age: 18

Katrina is Jean-Jack's only daughter. She is a model. Last year, she won the "Miss Seventeen" beauty pageant. Most of her modeling work is for advertisements on Hologram Signs. Katrina is also a very clever young woman who is continuing to study hard for her future after modeling. She is a very strong willed young lady who can also be surprisingly vulnerable at times.

Height: 160 cm

Hair: Blue

Eyes: Blue

Blood type: O-



Jean-Jack Gibson

Age: 55

Gibson worked for 30 years as a Science Cop, but when his wife, Alice, was killed by a Snatcher during the "Bio-roid Panic of '46," he joined the Junker Agency as a "runner."

He majored in Criminal Psychology in college and has a good understanding of the criminal mind. Also, his 30 years of experience as a detective and Science Cop make him an incredibly valuable Junker because he is able to explore avenues of investigation which require scientific knowledge.

He is a rather stern, quiet man with a love for antiques. He lives with his daughter, Katrina.

Height: 185 cm

Hair: Dark Brown

Eyes: Dark Brown

Blood type: O+



Mika Slayton

Age: 23

She is the Junker Headquarter's Operator.

Mika graduated from Kobe City University with a double major in Criminal Psychology and Municipal Data Management. Mika comes from a mixed Jewish and Japanese household. After graduation, she joined the Neo Kobe Special Criminal Research Center. After leaving that, she assumed her current position at the Junker Agency.

While at the Special Criminal Research Center, Mika solved many bizarre murder cases. Mika is a natural empath and excels at achieving a kind of intellectual empathy with people. She used this technique in order to solve many crimes, but the emotional toll was too heavy, and she was forced to retire early. Mika joined the Junker Agency as a result of a strong letter of recommendation from the Junker Chief.

Mika is a uniquely beautiful woman with a cool exterior which conceals her passionate heart.

Height: 167 cm

Hair: Black

Eyes: Blue

Blood type: A+



Benson Cunningham

The Junker Chief. In his 20's, he was a soldier in the Special Forces and competed in the Olympics in Judo. Later, he was the main strategist for Operation: Fox Hound. Before becoming the Junker Chief, he was the head of the Anti-Snatcher Task Force—a division of the Neo Kobe Police Department.

He leads the Junker Agency with his cool, rational decision-making ability and brilliant strategic mind. He is also well-versed in the Sciences, Law and Linguistics.

Height: 180 cm

Hair: Brown

Eyes: Brown

Blood type: B+



Harry Benson

Age: 55

Junker HQ's Engineer. He was originally a member of the scientific staff of "Rug Hunt". He lost his parents in "The Catastrophe" and was found by a Japanese governmental agency. He received his Ph.D. in Engineering at the age of 14, with the government paying his way through school.

During World War 3, he worked with the Allies, designing new, advanced weapons. Following the war, he joined NASA and was responsible for the creation of the advanced "Ramjet" technology. He is a three-time recipient of the esteemed Nobel Prize and is considered one of the most brilliant scientific minds of the 21st century.

Harry loves to drink and reminisce about the "old days". He is a real cultural throwback to the 20th century.

Height: 168 cm

Hair: Red

Eyes: Blue

Blood type O-



Napoleon

Age: Unknown

Gibson's informer. He appears to be a Chinese man and sneezes habitually. He came to Neo Kobe City after "the Catastrophe" as an immigrant. His true name and identity are unknown.

Height: 155 cm

Hair: Black

Eyes: Dark Brown

Blood type: AB



Warning: Suspect is a master of disguise. Actual photos of his "true" face are not available.

Isabella Velvet

Age: 24

A famous Hologram Vision star. In 2045, she won the Best Actress award at the Neo Kobe International Film Festival. In 2046, she won an award at the Cannes film festival. She was discovered by director Ridley Scotty while dancing at the club "Outer Heaven".

Height: 175 cm

Hair: Red

Eyes: Blue

Blood type: O+



**WARNING:
THE FOLLOWING
CONTAINS
SENSITIVE
INFORMATION.**

**DO NOT
DISTRIBUTE.**

*BY ORDER OF
J.U.N.K.E.R. HEADQUARTERS*

CONCERNING JUNKERS

The bold lines of the Junker logo represent Strength and Justice. The Blaster below the Junker represents Dignity and Power in a chaotic world.

**Japanese
Undercover
Neuro-
Kinetic
Elimination
Ranger**

Established in August, 2047 the Junker Agency, overseen by the Japanese Government, was formed jointly by the "Anti-Snatcher Special Police Task Force" and "Rug Hunt", a Governmental Intelligence Agency.

JUNKER HEADQUARTERS

JUNKER HQ ADDRESS

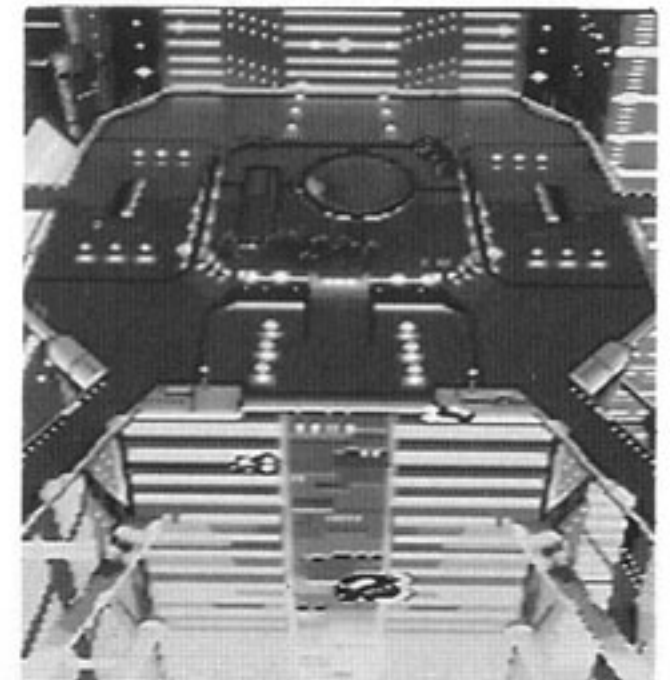
KONAMI OMNI BUILDING
150TH FLOOR
PORT ISLAND MT 7-3-2
CENTRAL DISTRICT
NEO KOBE CITY
JAPAN
VIDEOPHONE NUMBER: 256-128

KONAMI OMNI BUILDING
(NICKNAME: THE BIG CORN)

165 Above-ground floors; 35 sub-floors.

Height: 630 meters

Designed in 2025 in a joint venture between Konami Co., Ltd. and Omni Corporation.



Due to the soft ground of Neo Kobe, skyscrapers of this size were previously impossible until the Omni Corporation began to employ the Carlotti-McGannon Mars Construction Research Center. Since the "Big Corn's" construction, there has been a rapid expansion in the number of skyscrapers in Neo Kobe. However, the Konami Omni Building is still considered the model upon which all modern skyscrapers are based. It is called "Big Corn" due to its resemblance to the vegetable.

The sub-floors 20-30 and the above-ground floors 10-20 and 100-120 are used as Parking Facilities. All floors are used by government agencies and commercial ventures are not allowed.

JUNKER HQ FACILITIES

There is only one entrance to Junker HQ. It is monitored 24 hours a day by remote monitors. Anyone who is not a member of the Junker Agency is prohibited entry. The operator is on-duty during working hours to check visitor's identities. The door leading to the inner offices is protected by a heat-resistant shock shield.

There are computerized sensors, "checkers", located on the doors and built into remote cameras which check a person's identity by means of comparing the data on the Junker I.D. card with the person's voice print, and retinal patterns.

The checkers are linked with the Alpha-One Main Computer and thus are kept up-to-date on all entries.

The "Front Pod" is also protected by the same heat-resistant shock shield and, in emergencies, its "Security Shutter" can be closed. This shutter is able to withstand even the attack of a tank. The Pod is equipped with a three-day supply of water and oxygen in the case of an emergency. The Front Pod may be considered a "mini-fortress".

CHIEF'S ROOM

This is the Junker Chief's office. Here, the Chief receives real-time data from the Navigators as well as from all of the rooms in Junker HQ.

From this room, the Chief is able to give immediate orders to any of his people in a timely fashion. This room may be considered the Strategic Planning Center.

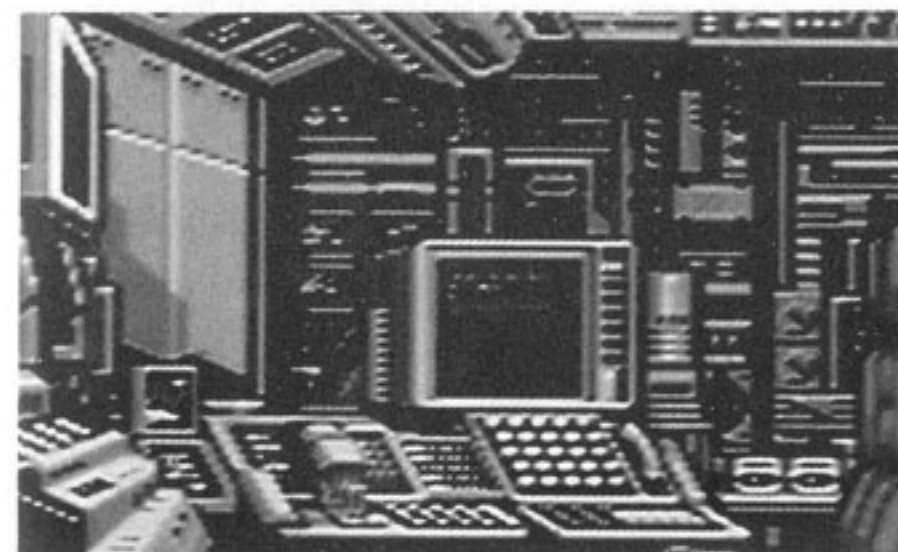


DETECTIVE'S ROOM

This is where the "Runners" work. The Runners have the most dangerous job of all the Junker staff. In this room, they review all of the information they have gathered in the course of an investigation. The room has computer terminals which can download data from Alpha-One. Each Runner also has a desk and a locker for their personal use.

JUNKER HQ ROOM

"Jordan"—the computer which manages Junker Headquarters—is located here. It is networked with Alpha-One, the Computer which controls Neo-Kobe City, and therefore all types of information and the most recent data are available.



JORDAN

"Junker Online Regional Data Access Network"

This is Junker HQ's main computer. It is linked to all databases throughout the country and can access all sorts of information.

Jordan is a model RM-1013 Artificial-Intelligence based Bio-Computer.

A-I (ARTIFICIAL INTELLIGENCE) SYSTEM RX-202

Jordan employs the most recent A-I system, RX-202, and its higher functions are divided into 6 main "sections":

1. Self-Programming Ability
2. Intelligent Interface
3. Automatic Translation
4. Advanced Problem-Solving
5. Expert System Analysis
6. Intelligent Peripheral Management (robotics)

BIO-COMPUTER

Jordan is an organic computer. It uses a CPU constructed from organic macromolecules and functional macromolecules, and was developed using the latest protein-design techniques.

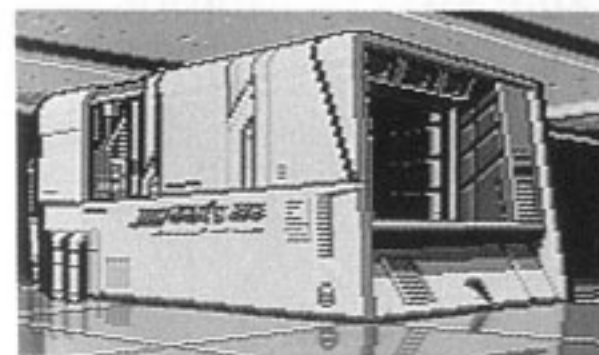
ALPHA-ONE

Alpha-one is the main computer system which manages all of Neo Kobe City. Alpha-One is a "neuro-computer", capable of processing data at superhigh speeds. It is linked with hundreds of computers scattered all over Neo Kobe City and thus effectively simulates the "neural net" of the human brain.

Jordan is only one of the many A-I system-based computers throughout Neo Kobe City which are linked with Alpha-One.

JUNKER'S EYE SHOOTING RANGE

This is where the Junkers can practice their shooting skills. The "Junker's Eye" first determines the Junker's reflex speed,



accuracy, personality and potential ability. The Junker's Eye then alters its program to suit the particular needs of the Junker.

This system was designed with the help of the noted psychiatrist, Dr. Maradonna Ivanoff. It is currently used by all Special Forces and its programming is updated every month.

ENGINEERING ROOM

This is where all the tools and weapons which the Junkers use are designed, manufactured and maintained. The small staff of engineers employ CAD systems and miniature robots for the actual construction.

Jordan manages the acquisition of all necessary raw material for construction. Jordan also monitors all of the latest technological developments from all over the world and makes certain that all of the most up-to-date techniques are employed.



PARKING FACILITIES

The Junker Parking facilities are located on the 150th floor of the Konami Omni Building. The Turbocycles and the special pursuit vehicles—"Road Runners"—are housed and kept in a state of readiness. Vehicles are maintained by robots who also keep records of the time of departure and arrival of the vehicles, as well as checking their registration numbers.

JUNKER ORGANIZATION

COMMANDER
STAFF
INVESTIGATION
POST-MANAGEMENT

CHIEF

Benson Cunningham—The Chief is responsible for management of all aspects of Junker business.

ENGINEER

Harry Benson—He is responsible for the design and maintenance of all Junker equipment.

OPERATOR

Mika Slayton—She manages all data which is received from the Navigators and Alph-One.

RUNNERS

Gillian Seed & Jean-Jack Gibson—The "Runners" have the most dangerous job. They use the Navigators to assist in their investigation.

THE JUNK SQUAD

The Junk Squad takes care of cleaning up after the Runners.
Note: The Junk Squad is overseen by the Science Police Analysis Division.

JUNKER REGULATIONS

The Junkers have 5 basic regulations which define and limit the authority of the Junkers. The following rules, if broken for any reason at all, will result in the loss of Junker status.

JUNKER 5 BYLAWS

- 1 The purpose of the Junker Force is the elimination of bio-roid Snatchers.
- 2 A Junker, even in the course of carrying out (1.), may not harm innocent civilians.
- 3 Absent irrefutable evidence that a subject is a Snatcher, that subject may not be physically investigated or restrained.
- 4 A Junker is required to assist and support civilian bounty hunters.
- 5 In order to carry out (1.), a Junker is allowed the use of a blaster, a navigator and turbocycle.

SCANNING WARRANT

In accordance with Civil Code 18, Section 12, "Snatchers and the Protection of Citizens' Rights" civilians have the right to deny Junkers permission to directly analyze (scan) their physical person. This right has been granted to the citizens in order to avoid a reoccurrence of the "Bio-roid Panic of 2046".

Direct scanning of a suspect is permitted only by issuance of a scanning warrant by the appropriate court. As such, use of navigators' sensors or other instruments to scan a suspect is strictly prohibited unless the attending officer (runner) is in possession of such a warrant.

BOUNTY HUNTER PROGRAM

In order to elicit civilian support in the effort to combat Snatchers, the government instituted the following reward program in 2046:

- All eligible voters of Neo Kobe were made eligible to register as bounty hunters after taking a few simple tests (firearm license, psychological profile, Junker tests, etc.). Actual rewards for Snatcher termination depend on individual circumstances. The government also provides numerous insurance benefits for those injured or killed attempting to terminate a Snatcher.

Average Bounty Hunter Salary=1,500,000 credits

Note: Average citizen's salary=250,000 credits

Registered Bounty Hunters=500 persons (as of 12/1/2047)

Illegal Bounty Hunters=approximately 10,000



JUNKER'S EQUIPMENT

JUNKER'S BLOOD

Runners have adopted the following two blood transfusion techniques for lowering the risk of death due to injuries suffered in the line of duty.

(1) Artificial Blood Exchange

Artificial blood is supplied through biogenetic culturing techniques. When sufficient quantities of their natural blood are available, the two blood types are swapped once again. While artificial blood can be produced in unlimited quantities, making it useful in cases of massive blood loss, its ion structure places strain on the recipient's organs, making prolonged use unadvisable.

(2) Self-Donation (Personal Blood Bank)

Runners collect their own blood through regular donation. This blood is mixed with a nutrient solution, concentrated, and stored at minus 42 degrees. In an emergency, the blood is flash-thawed and returned to its "owner."

JUNKER'S RUSH

A type of chewing gum supplied to Junkers with adrenaline crystals incorporated into the gum base. It was first used during World War III in emergency situations to temporarily boost reflexes, accuracy, and strength. Extended use creates extreme depression and fatigue. Its effects are similar to the burst of superhuman power occasionally observed in persons caught in extreme circumstances, such as fire or other accidents.

ARTIFICIAL SKIN SPRAY

Developed with protein-engineering biochemical technologies, this spray, when applied to exposed skin, provides high-levels of protection, including resistance to heat and physical blows. While oxygen transfers can take place, sweat and other waste matter cannot be expelled, limiting continuous usage of the spray to 24 hours.

JUNKER'S BELT

Constructed with shape-retaining polymers, ceramics and flexible plastics. The buckle contains a high-voltage shock generator to stun adversaries in emergency situations.

JUNKER TRENCH COAT

A heavy-duty trench coat designed for runners, constructed with alamid fiber fabrics and flexion armor components. The use of two forms of alamid fibers—heat-resisting forms capable of withstanding 800°C, and penetration resistant forms, capable of supporting 50 kg over a 0.1mm area—make the coat's extreme durability possible. Flexion armor installed around vital organ areas helps protect the wearer against physical blows or external pressure.

JUNKER CARD

An identification card which employs laser disc technology. It contains an IC chip, upon which personal data is stored. It is used for Jordan's ID check, as well as to show proof of being a Junker. It is impossible to duplicate.



RUNNER'S EQUIPMENT

BLASTER

The only fireman capable of eliminating Snatchers.

Neural feedback circuitry adjusts the weapon to its user's capabilities, allowing nearly unlimited improvement in marksmanship skills.

Carbon polymer/ceramic construction offers very light weight and almost complete resistance to heat, resulting in near-perfect shape retention.

Grip and trigger shape are ergonomically designed from cast of user's hand to maximize comfort and accuracy. Built into the gun's safety, is a sensor which reads the user's fingerprint and temperature. This ensures that the gun can only be used by the specific Junker.

TURBOCYCLE

A land/air vehicle used by Junkers. Ground travel is via a three-tire wheel base. Vehicle's on-board computer is linked to city's traffic network, allowing automatic or manual operation. Computer is able to either assist or completely takeover control of vehicle depending upon ability of driver.

NAVIGATION SYSTEM

Employs a GPS navigation system which uses Alpha-One and a space satellite for orientation.

NAVIGATOR (SPECS GIVEN ARE FOR METAL GEAR MkII)

A personal support robot designed to assist a Junker with an investigation. Navigators are programmed with the needs of their actual users in mind. For example, runners who suffer from tension relatively easily are given navigators programmed to help calm them down, etc..

Navigators are equipped with a variety of sensors to aid in the detection of possible danger. In addition, these sensors can be used to perform direct physical scanning of suspected Snatchers if a scanning warrant has been issued. Navigators are programmed to ignore orders to scan suspects if a warrant has not been granted.

TYPES OF SENSORS

Motion-detectors, Infrared sensor, Thermo-sensor, X-ray scanner, Ultra-Sound sensor, Electric wave sensor.

MONITOR

10" Plasma-display, multifunction, expandable and detachable monitor. It is also equipped to display full holograms and has a heat-resistant shutter.

MICROSCOPE

Metal Gear is equipped with an NMR, STM, and Scanning EM microscopes which can be displayed on his video screen.

VISUAL MEMORY ABILITY

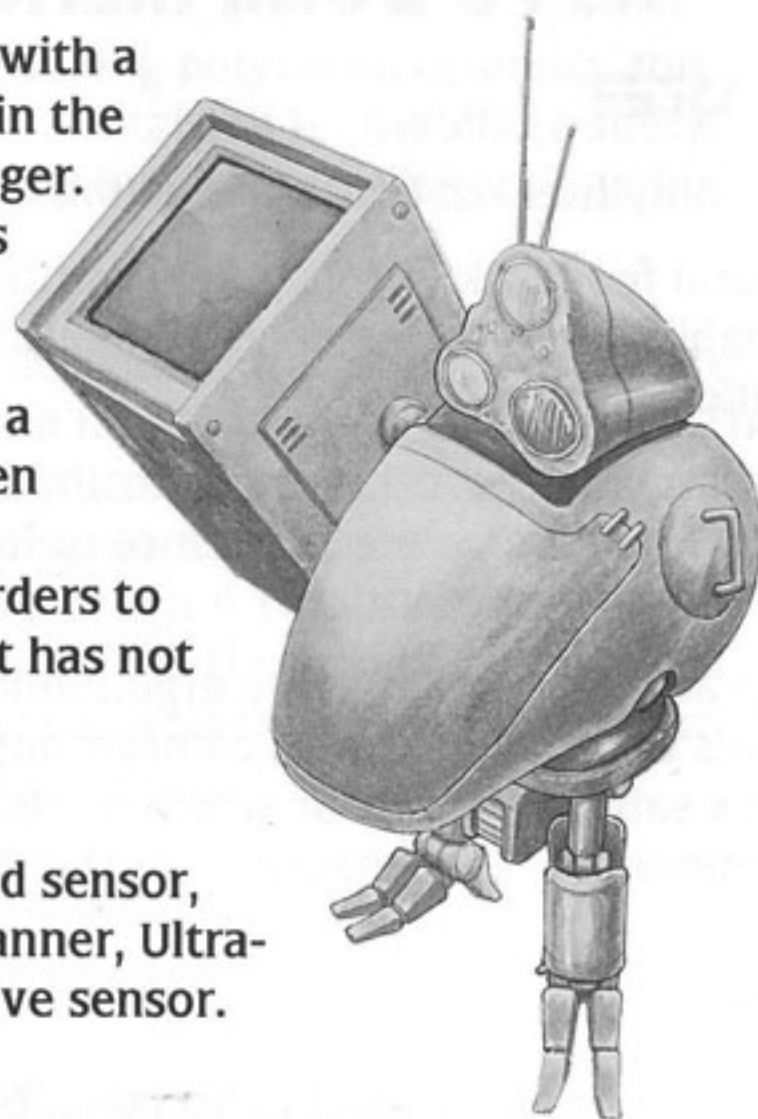
Metal Gear has the ability to store 3-D images in his memory.

MANIPULATOR

Metal Gear is equipped with a micromanipulator which is necessary for the manipulation and analysis of micro-sized objects. It is also used for the handling of delicate evidence.

DESIGN

Taken from the late 20th Century atomic missile-carrying Heavy Walker: Metal Gear. Harry Benson used this basic design and modified it to be suitable as a navigator.



THE PLAYER 1 GUN ("THE JUSTIFIER")

The PLAYER 1 gun (sold separately) is designed to be used with the "SNATCHER" game. The PLAYER 1 gun that was included in the original "LETHAL ENFORCERS" game package (Genesis™ & Sega CD™) can also be used with "SNATCHER". Try out the PLAYER 1 gun and experience the thrills of realistic gun fighting!

HANDLING THE GUN

- 1) The Justifier contains precision parts, so do not expose it to strong shocks. Do not knock it against hard surfaces or stand on it.
- 2) Do not touch the terminal of the Gun, or bend or stretch the cord excessively.
- 3) Do not damage or block the mouth of the Gun, point it towards the sun, or expose it to water.
- 4) Avoid storing the Justifier in places of extreme temperature. Do not leave it in direct sunlight or close to ovens/stoves, etc., or in dusty or damp places.
- 5) Do not clean the Justifier with thinner or benzene.
- 6) Do not aim the Justifier at people. Do not disassemble or modify it in any way.
- 7) Do not use this game with projection television sets, liquid crystal television sets, fast scanning television sets, high-vision television sets, or wide-vision television sets. This game may not work with some older television sets.
- 8) Do not use the Justifier outdoors. Do not expose the Justifier to direct sunlight even when indoors, as this may cause it to malfunction.
- 9) Do not use infrared television or video remote controls when playing this game, as this may interfere with the working of the game.
- 10) Fluorescent lights near the game may interfere with its working. Keep fluorescent lights away from the game or turn them off.

11) When using software not designed for use with the Gun, be sure to disconnect the gun from Control Terminal 2.

12) Do not use any TV monitor filters.

13) Make sure no mirrors or reflective surfaces are located close to the TV screen.

14) Make sure your TV screen is clean and free of dust.

TROUBLESHOOTING

The following problems may not be malfunctions. Please check the points below before bringing the Justifier in for repair. (Also, make sure your TV screen is free of dust.)

The Justifier won't fire

- Increase the brightness and/or contrast level of the television screen.
- Make sure the Justifier is plugged into Control Terminal 2.
- Other (refer to the section "Handling the Gun" (p.60)).

There are places on the screen where the Justifier won't fire

- Increase the brightness and/or contrast level of the television screen.
- Make sure that you are approximately 3-6 feet away from the television screen.

The Justifier doesn't fire consistently

- Increase the brightness and/or contrast level of the television screen.
- Make sure that you are approximately 3-6 feet away from the television screen.

Your shots end up hitting objects you didn't aim at

- If there are any fluorescent lights near the screen, move them away or turn them off.
- Re-sight the Justifier in GUN ADJUST mode.

CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint and Tip Line for help on this game and all the fine Konami products.

Konami Game Hint & Tip Line:

1-900-896-HINT (4468)

☎ 85¢ per minute for recorded hints

☎ \$1.15 per minute for live support from a game counselor

☎ Touch tone phone required

☎ Children under 18 years old must have the parental permission before calling

Hints are available 24 hours a day. Live support Monday-Friday 8:30AM-5:00PM CST only. Prices and availability subject to change. U.S. accessibility only.

If you experience technical problems with your **Snatcher™** CD, call our Warranty Services number:
(708) 215-5111.

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